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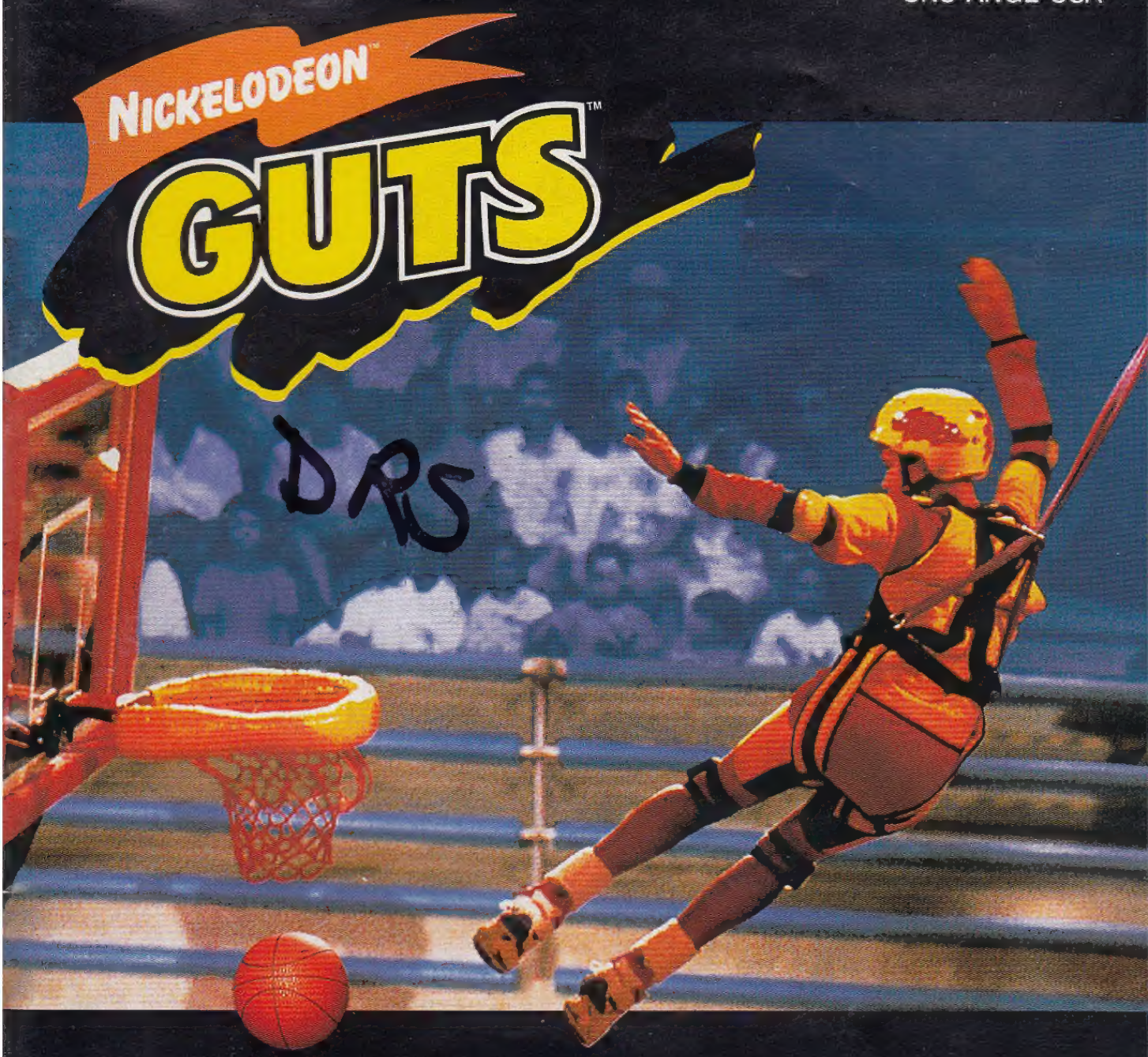

INSTRUCTION MANUAL

VIACOM NEWMEDIA

SUPER NINTENDO ENTERTAINMENT SYSTEM

VIACOM NEWMEDIA

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Credits and Acknowledgements:
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For maximum enjoyment, please read this instruction manual thoroughly before playing.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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NICKELODEON GUTS

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NICKELODEON

GUTS

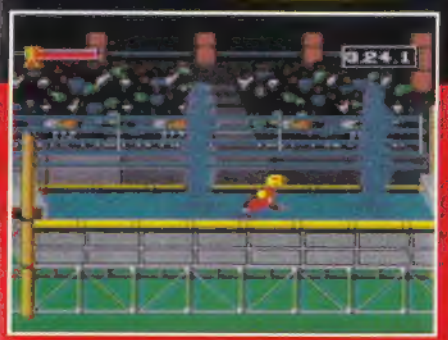
DO YOU HAVE IT?

It takes GUTS to slam dunk a 12-foot hoop. It takes **GUTS** to conquer the extreme arena. It takes **GUTS** to climb a man-made mountain riddled with waterfalls, sliding platforms and falling boulders.

DO YOU HAVE IT?™

Do you have what it takes to take on **Nickelodeon GUTS**, a competition where kids perform awesome athletic feats? Can you meet the challenge of incredible **Elastic Sports** and **Action Sports**?

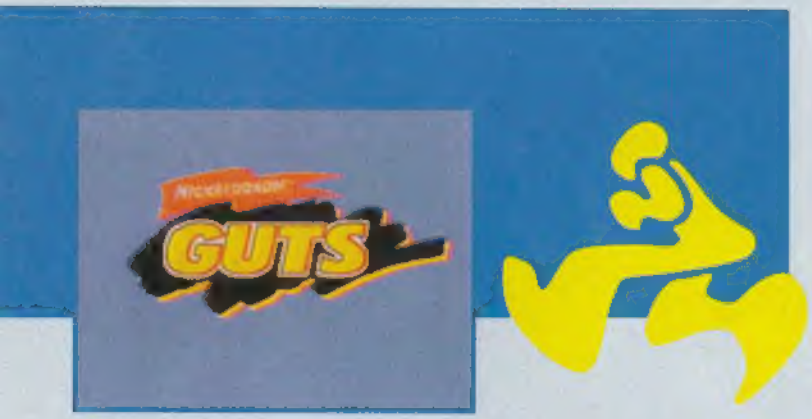
Then you've got the **GUTS** to take on **Nickelodeon GUTS**!



GETTING STARTED

Make sure the power is turned off on your Super NES®. Plug in one Controller for a 1-player game or two Controllers for a 2-player game. Insert the **Nickelodeon GUTS** Game Pak and turn on the system.

Once the title screens appear, press the Start Button to begin.



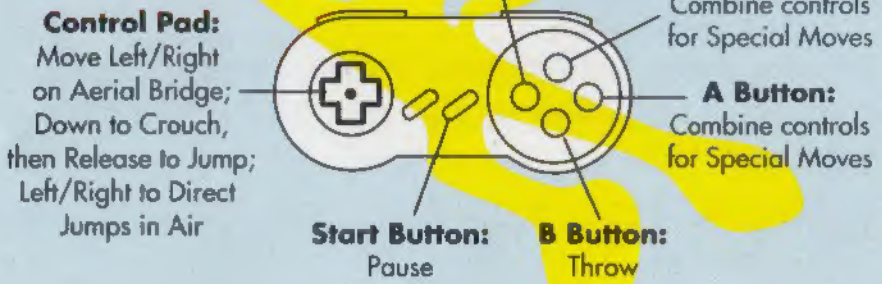
Or, if you want to **psyche** yourself up, go to the **GUTS** title screen and check out what happens when you press the buttons.

DO YOU HAVE IT?

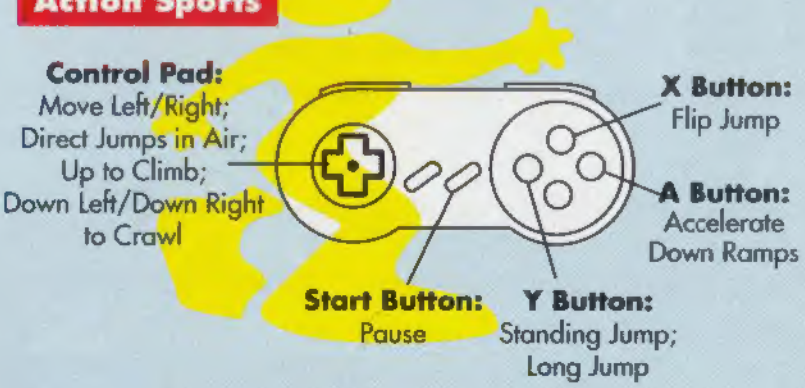
CONTROLS

In a 1-player game, use Controller one only. In a 2-player game, each player uses their own Controller.

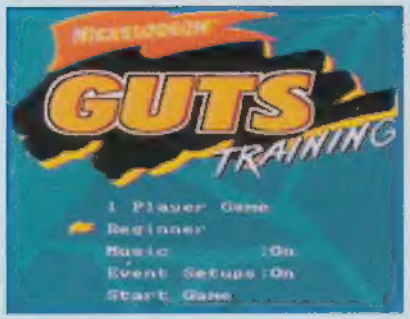
Elastic Sports



Action Sports



OPTIONS



Use the Control Pad to move up and down the options. Use the A, B, X or Y Button to change the options.

1-player game: In GUTS Training, you'll race against the clock and perfect your technique while trying to score your personal best.

2-player game: You'll compete head-to-head with your opponent in **Elastic Sports** or compete for the best time in **Action Sports**.

Beginner: The Beginner level is a good place to start.

Advanced: Moving to the Advanced level means you'll have less time during **Elastic Sports**. It also means you'll have to compete on larger, more complicated courses during **Action Sports**.

Music On/Off: Select this to turn the music on or off during the game.

Event Setup On/Off: Turn event previews on or off.

When you have entered your options, select the **Start Game** option to begin.

FORMAT

Use the Control Pad to select either **GUTS Show** format or **Single Event** format and press the Start Button.

GUTS Show:

1-player/GUTS Training – In this mode, you will train in 2 Action Sports and 2 randomly selected Elastic Sports. You'll have to score enough points to get to the **Aggro Crag**. In the Beginner level you'll need 700 points, and in the Advanced level you'll need 800 points.

2-player – This will take you through 2 **Action Sports** and 2 randomly selected **Elastic Sports**, and then on to the climactic challenge of the **Aggro Crag**!

Single Event:

This format allows you to compete in your choice of the **Action Sports** or **Elastic Sports**. Choose from Slam Dunk, Basic Training, Attack, Tornado Run or Spirals.

GEAR UP!

Pick Your Team Color:
Once you've selected your format, you need to select a team color. Use the Control Pad to select Blue, Red or Purple, then press any button.

Pick Your Competitor:
Use your Control Pad to select from the 8 different competitors. Each has different statistics, interests and skills. Choose carefully, because each has different strengths in each sport.

Press any button to select your competitor.

Make a Name for Yourself:
At the next screen you'll have a chance to enter your name. Use the Control Pad to select a letter, then press any button to enter. No need to wait if you're playing a 2-player game – both players can enter their name at the same time. Misspelled your name? Use the arrow to go back.

When you're finished, select **OK** and press any button.

ELASTIC SPORTS

All right, player – strap yourself into a **harness** hooked to a **long elastic cord** and get ready to **jump farther** and **bounce higher** than you thought possible. Make shots that you never dreamed of making and strive towards your personal best. In each **Elastic Sport,** you'll compete against the **clock** or your opponent to make the most shots through the **goal** before time runs out and the buzzer sounds. In the Beginner level, the time limit is 2 1/2 minutes, on Advanced it's down to 2 minutes. **Moira Quirk** will be keeping score and watching the clock.

In a 1-player game, you can perfect your technique as the clock ticks away. In a 2-player game, opponents play at the same time, side by side.

The Basics

All **Elastic Sports** begin with you standing ready on the **aerial bridge**. Use the Control Pad to move left or right on the bridge and to control yourself while in the air. Press Down on the Control Pad and hold to prepare for a jump, then release. Pay attention to the **Power Bar** – it indicates the strength of your jump. When you're near the goal, press the **B** Button for a regular shot or a button combination to execute a special move. After your shot, press Down and hold to get back to your starting position. Time it carefully or you won't bounce back to the aerial bridge and you'll lose precious time climbing up to your ready position. Once you're on the bridge, a **Spotter** will toss you a new ball and you're off again!

DO YOU HAVE IT?

Slam Dunk

Shoot the hoop – a 12-foot hoop, that is. Hit the **B** Button to power slam the basketball into the hoop. Remember, the timing of your shot is important.

Special Moves

Between the Legs Slam: Hit the **A** Button and then the **X** Button.

Reverse Slam: Hit the **Y** Button and then the **X** Button.

Attack

Grab your lacrosse stick and hurl your ball into the net. Use the **B** Button to fire a power shot into the net.

Special Moves

Reverse Shot:
Hit the **A** Button and then the **X** Button.

Reverse Between the Legs Shot: Hit the **Y** Button and then the **X** Button.

Spirals

Can you throw a football through a hanging tire? Hit the **B** Button to rifle a power pass at the tire.

Special Moves

Between the Legs Throw: Hit the **A** Button and then the **X** Button.

Reverse Between the Legs Throw: Hit the **Y** Button and then the **X** Button.

Scoring

Each shot is worth 1 point. Each time you execute a special move, your shot is worth 2-3 points. Every time you make a shot, the goal will flash. The number of flashes indicates the number of points scored.

ACTION SPORTS

Get ready for the **wildest obstacle courses** of your life! Take turns **running, crawling, climbing** and **jumping** through the courses to reach the finish line in the least amount of time. There's more than one way to reach the finish line – and a lot of obstacles along the way! Be careful of your time – there are time limits.

Time Limits:

	Beginner	Advanced
Basic Training	6 minutes	7 minutes
Tornado Run	7 minutes	7 minutes

Basic Training

This sounds like a good place to start – you'd better be ready for some serious physical training in this difficult boot camp! This run is so full of obstacles that you might get lost for a while!

Obstacles

Swinging Ropes: Grab onto these and let out a real jungle yell – move side to side to gain some major momentum!

Suspended Ropes: No swinging allowed, just climb up or down as fast as you can.

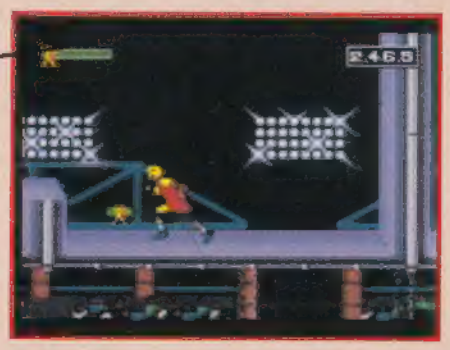
Poles: Climb up or down on your race to the finish.

Sack Attack: This bunch of swinging punching bags will punch you back if your timing is off.

Water: Splish splash. Water slows you down as you run through it.

Slide for Life: Grab onto the rope slide and hang on!

Energy Bar: As your Energy Bar turns red, your competitor will move more slowly. Stand and take a breath or find an energy bonus to restore your energy.



Tornado Run

This course will really take you for a spin! At every turn, be ready to face familiar obstacles from Basic Training as well as new obstacles!

Obstacles

In addition to the obstacles in Basic Training, you'll also encounter:

Earthquake Platforms: If these platforms don't shake you up, nothing will!

Water Jets: Hang on so you don't get washed away!

Bonus Items

Snag these **bonus items** during the **Action Sports** courses to give your competitor the edge! They might be hard to find, but hey – they wouldn't be valuable otherwise, would they?

Time Bonus: This item will reduce your total time by anywhere from 10 to 20 seconds.

Bonus Round: This item will allow you to enter a Bonus Round. After you finish the current course, you'll be strapped into an elastic harness and have a chance to grab some major points!

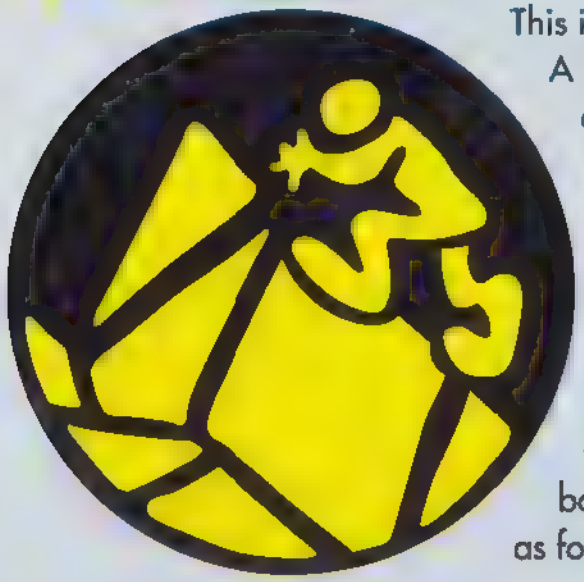
Energy Bonus: This gives you a full Energy Bar.

Special Bonus Round

Knock as many balls as you can off the wall for bonus points. Hit the Y Button to jump – hold down the Y button to jump higher.

You'll have 1 1/2 minutes in the Beginner level and 1 minute in the Advanced level.

THE AGGRO CRAG



This is the big one! A **mountain** of obstacles and activators – and you have to **make it to the top**! Many of the obstacles from Basic Training and Tornado Run are back, plus some new obstacles. Controls, movements and bonus items are the same as for the **Action Sports**.

When you play **1-player/GUTS Training Show** format, you'll need 700 points in the Beginner level to compete on the Aggro Crag or 800 points in the Advanced level.

In a 2-player game, players will take turns climbing the **Aggro Crag**. The first player will be running against the clock and will start at the lower left of the Crag, while the second player will be attempting to beat the first player's time starting from the lower right.

Your goal is to hit each of the **activators** as you make your way up the **Aggro Crag**. Just jump on the buttons and they'll start flashing. All 5 must be pressed before you can activate the last one at the top of the Crag. **Go for it!**

Obstacles

Platforms: These platforms slide in and out of the **Crag** and give way when you least expect it – sending you all the way to the bottom.

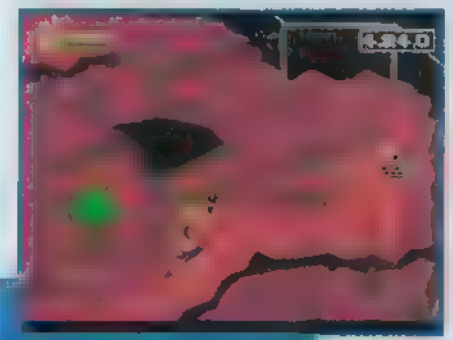
Confetti Cannons: These are connected to the activators. When you hit an activator button – Watch Out!

Boulders: They're huge and they're heading straight for you! Okay, they're also made out of Styrofoam, but an avalanche of these is enough to shake anybody up!

Waterfalls: The water's falling – make sure you don't!

Smoke Jets: This gets in your eyes – keep moving!

Water Jets: They're back again to slow you down.



EVENT SCORING

Elastic Sports:

1-player/GUTS Training: You will receive 5 points for each point scored during the event. These points will be added to your total score.

2-player: The competitor with the most goals at the end of the time limit will receive 300 points. Second-place will receive 100 points. These points will be added to your total score.

Action Sports:

1-player/GUTS Training: You will receive 1 point for every second remaining on the clock at the end of the event. These points will be added to your total score.

2-player: The competitor with the shortest time through the obstacle course will receive 300 points. Second-place will receive 100 points. These points will be added to your total score.

The Aggro Crag:

1-player/GUTS Training: You will receive 1 point for every second remaining on the clock at the end of the event. These points will be added to your total score.

2-player: The competitor with the shortest time will receive 725 points. Second-place will receive 375 points. These points will be added to your total score.

SMART MOVES

Elastic Sports:

Style Points are for flash and flair. They're worth more, but also harder to execute. Don't risk losing first place to pick up a few extra points.

If you're having trouble on a certain sport, try switching to a different competitor at the start of the game – some are better at certain events.

Action Sports:

To save time climbing, try jumping onto ropes and poles.

Follow the arrows for a quick route to the finish line, or stray from the path to find bonus items.

Keep your head on straight – don't spend 30 seconds trying to reach a 10 second bonus!

Aggro Crag:

Look out for the obstacles – keep sight of your goals and go for it!

Accidents happen – it's easy to fall into a pool of water or slip to the bottom of the **Aggro Crag**. Just **don't give up**!

HIGH SCORES

Event	Score	Date

RECORDS

Event	Time/Score	Date

WARRANTY

VIACOM NEW MEDIA Limited Warranty

Viacom New Media warrants to the original purchaser only that the Game Pak provided with this manual and the software program coded on it when properly used in accordance with this manual with the specified equipment will perform in substantial conformity with the descriptions in this manual for a period of 90 days from the date of purchase. Viacom New Media does not warrant that the enclosed product or documentation are without defect or error or that the operations of the Game Pak will be uninterrupted. If the program is found defective within 90 days of purchase it will be replaced. Simply return the Game Pak (postage pre-paid) to Viacom New Media or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak free of charge to the original purchaser (except for the cost of returning the Game Pak) is the full extent of our liability.

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Also From Nickelodeon For Your Super NES®

You're Rocko, star of the hit Nickelodeon animated series, *Rocko's Modern Life*™, and you better get moving! Unless you can protect your dim-witted dog, Spunky, as he tries to get to the Golden Fire Hydrant, he's history.

He's YOUR dog.

NICKELODEON™

He's YOUR problem.

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